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THE ORCS SCOUR OSGILIATH FOR THE LAST DEFENDERS!

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Modelling Workshop 16–21

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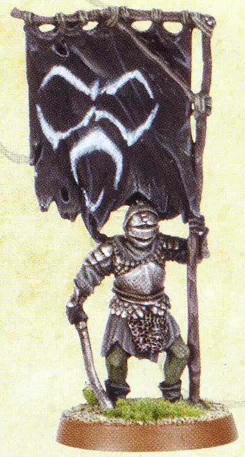
Overrun by Mordor!™

Despite the heroic defence mounted by Faramir's warriors, the city of Osgiliath lies in flaming ruins. All the defenders can do is give their lives in an attempt to slow down the hordes of Evil as they advance towards the walls of Minas Tirith.

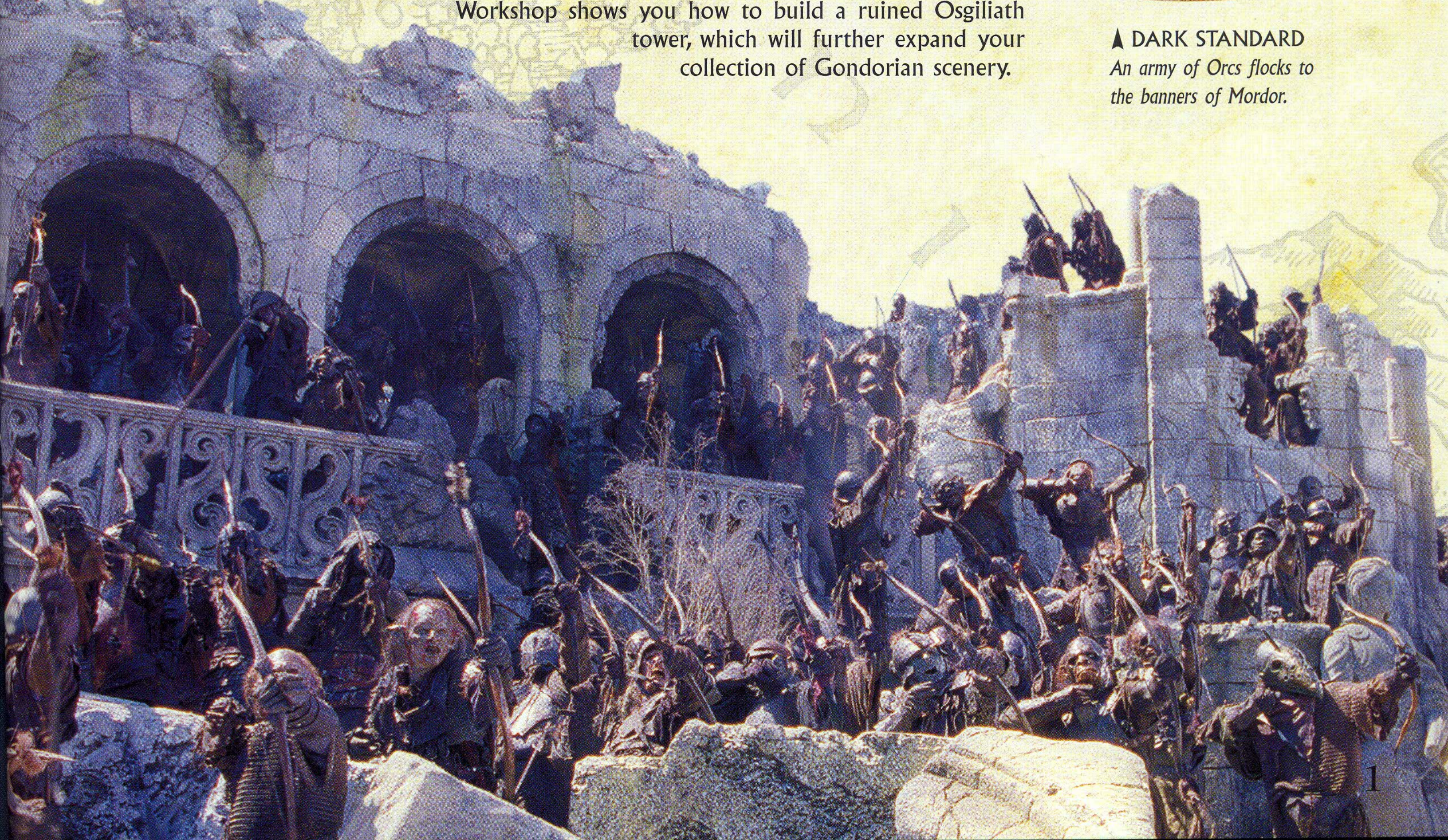
By sheer weight of numbers, the armies of Mordor have overcome the defenders of Osgiliath, once again capturing the city in the name of the Dark Lord Sauron. As horde upon horde of Orcs rampage almost unopposed through the ruins of the once great buildings, small pockets of resistance stay to carry on the fight. The remaining forces of Gondor, comprised of the few Warriors and Rangers to have survived this far, attempt to make a valiant last stand to hold up the advance of their enemy. If they can do this for long enough, it will allow the White City of Minas Tirith to ready its defences against the coming onslaught.

In this Pack's Playing the Game, we examine the various tactical options available to a player when controlling the forces of Mordor. These can be put to good use in the Battle Game in which, following on from Pack 41, Sauron's legions of Orcs continue to overrun Osgiliath, opposed only by the meagre remaining forces of Gondor. In the Painting Workshop, we show you how to paint the Mordor Orc Banner Bearer included with this Pack, to march at the head of your forces of Evil. Finally, the Modelling Workshop shows you how to build a ruined Osgiliath tower, which will further expand your collection of Gondorian scenery.

> *'We cannot hold them! The city is lost!'*
>
> MADRIL™



▲ DARK STANDARD
An army of Orcs flocks to the banners of Mordor.



The Army of Mordor™

Drawn to the power of the Dark Lord Sauron, the forces of Mordor prepare to wage war against the people of the west. In this Playing the Game, we examine these evil warriors and ways to use them in your Battle Games.

For over three thousand years, Mordor has festered like an evil, black cancer, dominating the lands of the east. It has been the rallying point for countless creatures of darkness, drawn from the far corners of Middle-earth. In the service of the Dark Lord, these evil warriors march forth from the Black Gate, bringing fire and ruin upon the lands of Men and Elves. In this Playing the Game, we explore ways to use the Evil forces of Mordor in your battles. We take a look at Orcs, the foot soldiers of Sauron and the characters that lead them. We also examine the monsters of Mordor, such as the mighty Mordor Trolls and the terrible she-spider Shelob, feared equally by Men and Orcs. With its teeming hordes and terrifying creatures, a Mordor army is a fearsome prospect for anyone to face.

◄ DARK HOST
The servants of Sauron are hungry for battle.

Choosing Your Force

Mordor armies, like those of Moria, are centred around a large host of warriors. When creating a themed army of Mordor you will need a good, solid core of Orc Warriors. The 36 plastic and card Orc figures included so far in *Battle Games in Middle–earth* will give you plenty of basic troops, with a wide variety of weapons to fill out your force. Another distinctive element of Mordor armies is brutal creatures like Trolls, who give the army a hard-hitting, hard-to-kill element. To lead your force, you can use Heroes such as Grishnákh, or even the dreaded Witch King and his Nazgûl brethren.

▲ CAPTAINS OF EVIL
Sauron's generals range from vicious Orcs to the terrifying Witch King.

Mordor™ Tactics

Hordes of Darkness

One of the key strengths of an army of Mordor lies in the large number of models you can field. When playing a points match game, Orcs, like Goblins, are among the cheapest troops you can choose. This allows you to outnumber your opponents, giving you the ability to swamp the enemy with waves of Orcs and outmanoeuvre them. The wealth of troops in a Mordor force also helps to compensate for the army's lack of cavalry models and counters the ability of mounted enemy models to outflank and encircle the Mordor force. To this horde of low-cost troops, you can add elite Cirith Ungol Uruk-hai and mighty Mordor Trolls, giving the army a powerful edge in combat.

◄ STRENGTH IN NUMBERS
The psychological effect of outnumbering your opponent should not be underestimated.

► ELITE TROOPS
Lurking amidst the Orcs are Uruk-hai and even mighty Trolls.

Orcish Archery

The importance of missile troops in a Mordor force can easily be underestimated due to the poor shooting skills of Orc archers. However, this is another example where strength of numbers makes a significant difference. Orc archers, while individually poor, become a fearsome prospect when used in sizable groups, as their low chance to hit is balanced by the quantity of dice rolled. Volley fire is also a more attractive alternative for Orc archers. This method of shooting substantially increases the limited range of the Orc bow, while only slightly reducing their chance to hit.

◄ OPEN FIRE!
Grouped closely together, Orc archers menace the battlefield with volley fire.

◄ ORC HEROES
Even among the evil and debased Orcs, there are individuals with bravery and leadership abilities.

Orc Courage

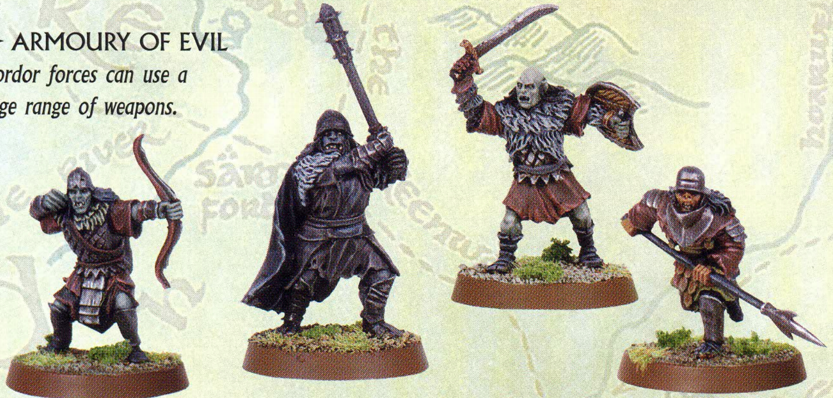
Much like their Moria brethren, the Orcs of Mordor are not noted for their Courage. This means that, more often than not, Orc warriors faced with a Courage test will fail. However, there are a number of ways you can avoid this and ensure that your Orcs stay in the fight. Foremost of these is the use of Orc and Uruk-hai Captains, whose presence is vital for keeping the unruly Orcs in line. For this reason, Orcs are often best used in large groups under the command of a Hero, so they can benefit from his leadership and fighting ability. The presence of other Orcs also reduces the chance of warriors becoming isolated and having to take Courage tests for being outnumbered by their enemies.

Captains and Elite Troops

Orc Captains and Cirith Ungol Uruk-hai make powerful additions to your force. Uruks can be effective when used alongside Orcs, increasing the chance of winning combats with their higher Fight value. What Orcs lack in strength and skill, these select warriors will make up for with their terrible brutality. Orc and Uruk-hai Captains are also useful for this reason. However, as Heroes, these warriors have the added advantage of using Might to tip the balance of combats in your favour. You might try using Orc and Uruk-hai Captains with large groups of Orcs, where you can best exploit their ability to call Heroic actions. Finally, you could also include such characters as Grishnákh, Shagrat or Gorbag in your force. These Heroes provide useful extra Might as well as adding some interesting and characterful models to your forces of Mordor.

◄ MORDOR CAPTAINS
Orc and Uruk leaders boost the fighting prowess of your troops.

➤ SHOCK TROOPS
Cirith Ungol Uruk–hai make an ideal spearhead for your assault.



➤ ARMOURY OF EVIL
Mordor forces can use a large range of weapons.

Weapons and Armour

Mordor Orcs and Cirith Ungol Uruk-hai have an extensive arsenal of weapons at their disposal. This variety gives the army a great visual appeal, as well as considerable tactical flexibility. It's always worth including a mix of weapons in your force, as you will invariably need them to combat the different enemies you face. Spears are especially useful when given to Orcs, making it easier for them to bring their numbers to bear in combat.

▲ ORC WEAPONS
Spears allow more of your Orc Warriors to attack.

RECAP

Ringwraiths

You can include Ringwraiths in your army of Mordor, as they are the favoured servants of Sauron. These dire creatures make a powerful addition to your force. Their magical powers and Terror add more options on the battlefield. For some ideas about how to incorporate these fell warriors into your games, refer to Pack 37's Playing the Game, where you can find their full rules, as well as a discussion of the tactics they employ.

Mordor Trolls

The forces of Good rightly fear these mighty creatures. Apart from a high points cost, they have few drawbacks and can smash most foes to pieces with their great Strength, Fight value and number of attacks. Their high Defence, greater even than that of their Cave Troll cousins, makes them quite resistant to damage as well. Using a Mordor Troll to the best of its ability involves making sure it is in the right place at the right time. This means placing it where it can make the most use of its formidable abilities. An ideal use for Mordor Trolls is against enemy Heroes or tight defensive formations, though avoid using them without Orcs or Uruks for assistance, as they can become overwhelmed by large groups of foes. Trolls have the ability to hurl stones, which can be useful for targeting enemies either too far away to charge, or on top of hills and fortifications. Troll Chieftains have the same strengths and weaknesses as other Trolls, but their increased Defence, combined with their ability to use Might, makes them even more deadly.

▲ TROLLS!

With impressive Strength and Defence values, Mordor Trolls are a perfect counter to powerful Heroes.

◄ MONSTROUS SPIDER

Shelob moves into position to ambush her prey.

Shelob

The great she-spider of Cirith Ungol is a terror indeed. However, using her in your games can be difficult. Probably the most useful aspect of Shelob is her ability to paralyse her foes. This power can be used to neutralise powerful Heroes, such as Aragorn and Boromir. Beware of placing her in the thick of the fighting, though, as a single wound could send her fleeing off the board. For this reason she will probably draw a significant amount of missile fire, so it is worth keeping her in cover as much as possible. Her ability to move freely through terrain will then allow her to scuttle into a good position to strike, while remaining as hidden as possible.

> *'They say a dark terror dwells in the passes above Minas Morgul. You cannot go that way.'*
>
> FARAMIR™

TOP TIP

While it is tempting to send powerful warriors, such as Trolls, charging off into combat on their own, try to keep them in the heart of your force where they can fight alongside lesser warriors such as Orcs. The mighty monsters will be able to focus their attacks against the most dangerous targets as long as the smaller warriors stop the enemy from outnumbering and overwhelming them.

Battle in the Ruins

The armies of Mordor have swept across the Anduin in their thousands and are ready to move upon the White City itself. In this Battle Game, those Gondorian defenders that remain must make a defiant last stand against the minions of Evil.

Osgiliath has fallen to the hordes of Mordor and the fate of Gondor now rests upon a knife's edge. Gathering their strength, the servants of Saruman prepare to march upon the great city of Minas Tirith. However, some of the brave Gondorian defenders still remain, fighting desperately amid the broken ruins of Osgiliath. If these selfless warriors can slow down the Orc advance, it will buy the White City valuable time to gather its defences. With this in mind, the Warriors of Minas Tirith prepare to give up their lives for duty and honour. In this Battle Game, a small group of Warriors of Minas Tirith must survive for as long as possible against an overwhelming host of Orcs, whose only purpose is to wipe them out. We also take a look at alternative approaches you can use so that you can tailor the scenario to accommodate any forces you wish.

◄ LAST STAND

The Warriors of Minas Tirith put up a valiant final defence of Osgiliath.

THE COMBATANTS

For this Battle Game, the Good player will require 24 plastic Warriors of Minas Tirith, plus the Banner Bearer from Pack 34. One of the warriors will have to be nominated as a Captain (see pg 9). The Evil player will need 36 Mordor Orcs – enough plastic and card figures have been provided in earlier Packs of *Battle Games in Middle-earth*. You will also require the Grishnákh model from Pack 17 to represent an Orc Captain, and the Banner Bearer from this Pack. In addition, you will need both Mordor Troll card figures provided in this Pack.

▲ MEN OF GONDOR

Silver–armoured warriors of Minas Tirith.

► MORDOR MONSTER

Trolls are huge, terrifying beasts.

MORDOR TROLL™

CHARACTER PROFILES

Warriors of Minas Tirith™

The Gondorians have a long and proud history, dating back over three thousand years to the Battle of the Last Alliance. Then, as now, they battled against Sauron and his armies, refusing to give in to his Evil. Resplendent in their silver armour and black uniforms, they man the walls and towers of Osgiliath and Minas Tirith, their eyes fixed upon the east. They exist in a constant state of readiness – their swords, spears and bows kept close to hand. All Warriors of Minas Tirith know they may be called upon to give their lives to protect their kingdom – a price they willingly pay for the safety of Gondor and its people.

Hordes of Mordor™

At last the time has come for the armies of Mordor to go to war. They gather beneath the Dark Lord's watchful gaze, howling for the blood of Men. In their thousands the forces of the Dark Lord have marched upon the ruins of Osgiliath, ready to crush the pitiful resistance of its defenders. Drawn from the Black Land by the will of Sauron, Orcs, Uruks, Trolls and other, darker things crawl, shamble and march forth to bring ruin and death to the lands of Men. The warriors of Mordor harbour a deep and powerful hatred of Man and they long to see the Free Peoples of Middle-earth brought beneath the yoke of Sauron's rule.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Captain of Minas Tirith	4/4+	4	6 (7)	2	2	4	14cm/6"	2	1	1
Warriors of Minas Tirith	3/4+	3	5 (6)	1	1	3	14cm/6"	-	-	-
Mordor Orc Captain	4/-	4	5	2	2	3	14cm/6"	2	1	1
Mordor Orcs	3/5+	3	4 (5)	1	1	2	14cm/6"	-	-	-
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

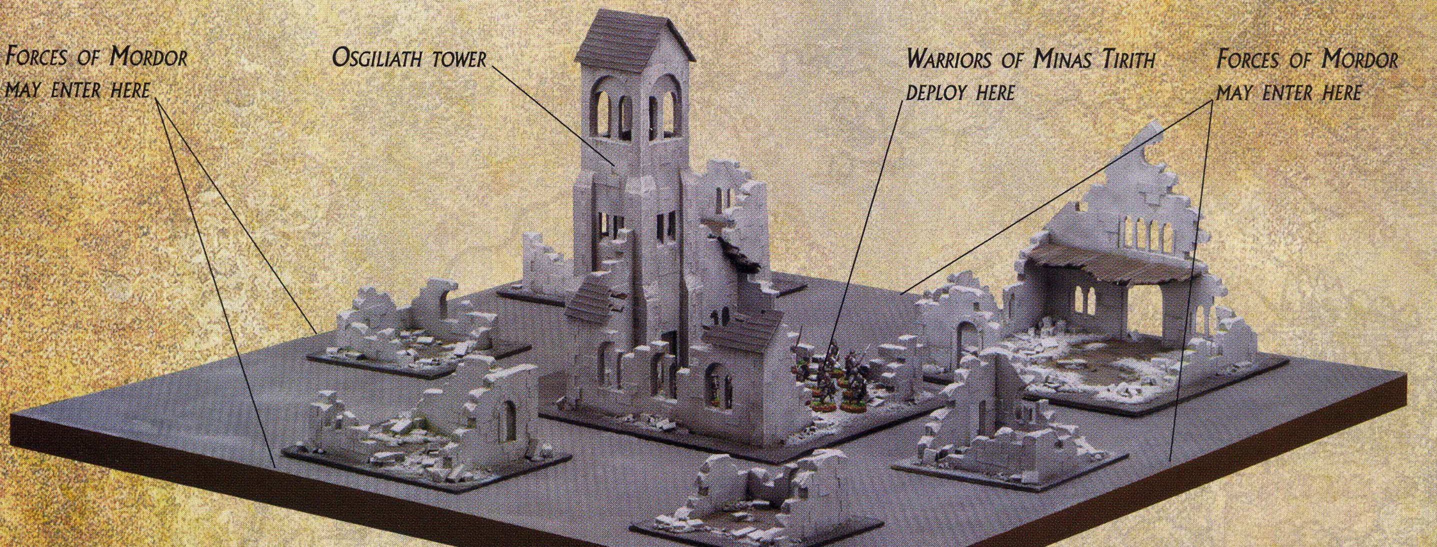
NB. Warriors are armed exactly as shown on the model.
Any model with a shield increases its Defence value by one point.

The Gaming Area

The game is played on a 90cm/3' by 90cm/3' board. Position the tower from this Pack's Modelling Workshop in the centre of the board. Fill the rest of the board with the Osgiliath ruins, spaced as evenly as possible.

Starting Positions

The Warriors of Minas Tirith begin the game within 14cm/6" of the centre of the board. The Mordor Orcs and Trolls move onto the table in the first turn of the game, as detailed in the special scenario rules.


FORCES OF MORDOR MAY ENTER HERE
OSGILIATH TOWER
WARRIORS OF MINAS TIRITH DEPLOY HERE
FORCES OF MORDOR MAY ENTER HERE

Special Scenario Rules

Fight to the Last!

The Gondorian defenders know that they can expect no mercy from the servants of Sauron and will go down fighting. In this scenario, the Warriors of Minas Tirith are considered to automatically pass any Courage tests they are required to take.

➤ TO THE DEATH!
The Warriors of Minas Tirith fight to the last man.

➤ VETERAN
A new leader emerges from the horror of the war.

Rise Through the Ranks

The battle for Osgiliath has created a hard core of veteran soldiers, some of whom have shown potential to be great leaders. In this scenario, the Good player nominates one of his Warriors of Minas Tirith as a Captain. Count the model as a Warrior of Minas Tirith Captain armed in the same fashion as the model chosen.

> *'Where is he?*
> *Where is Gondor's finest?'*
>
> DENETHOR™

Osgiliath Overrun

The Mordor Orcs and Trolls are scattered through the ruined city of Osgiliath, finishing off pockets of resistance. To represent this hunt, on the first turn of the game divide the Orcs up into groups of six and roll a dice for each group. On a 1-3 the Evil player can choose any table edge for the group to move on from. On a roll of 4-6 the Good player chooses the table edge instead. Repeat this process for each of the Trolls, the Banner Bearer and the Orc Captain.

➤ MARAUDING ORCS
Roll a dice to see who chooses where the forces of Mordor enter the battlefield.

WINNING THE GAME

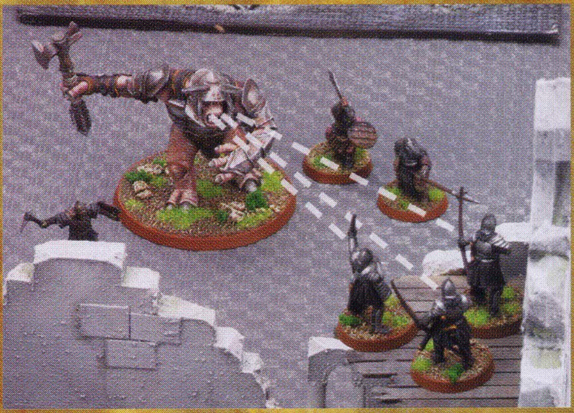
- The Good side wins if, at the end of turn 15, there is at least one Good model remaining on the table, or if all the Evil models are killed.
- The game is a draw if all the Good models are killed, but the game lasts 11 to 14 turns.
- The Evil side wins if, at the end of any turn up to and including the tenth, there are no Good models remaining on the board.

GOOD TACTICS

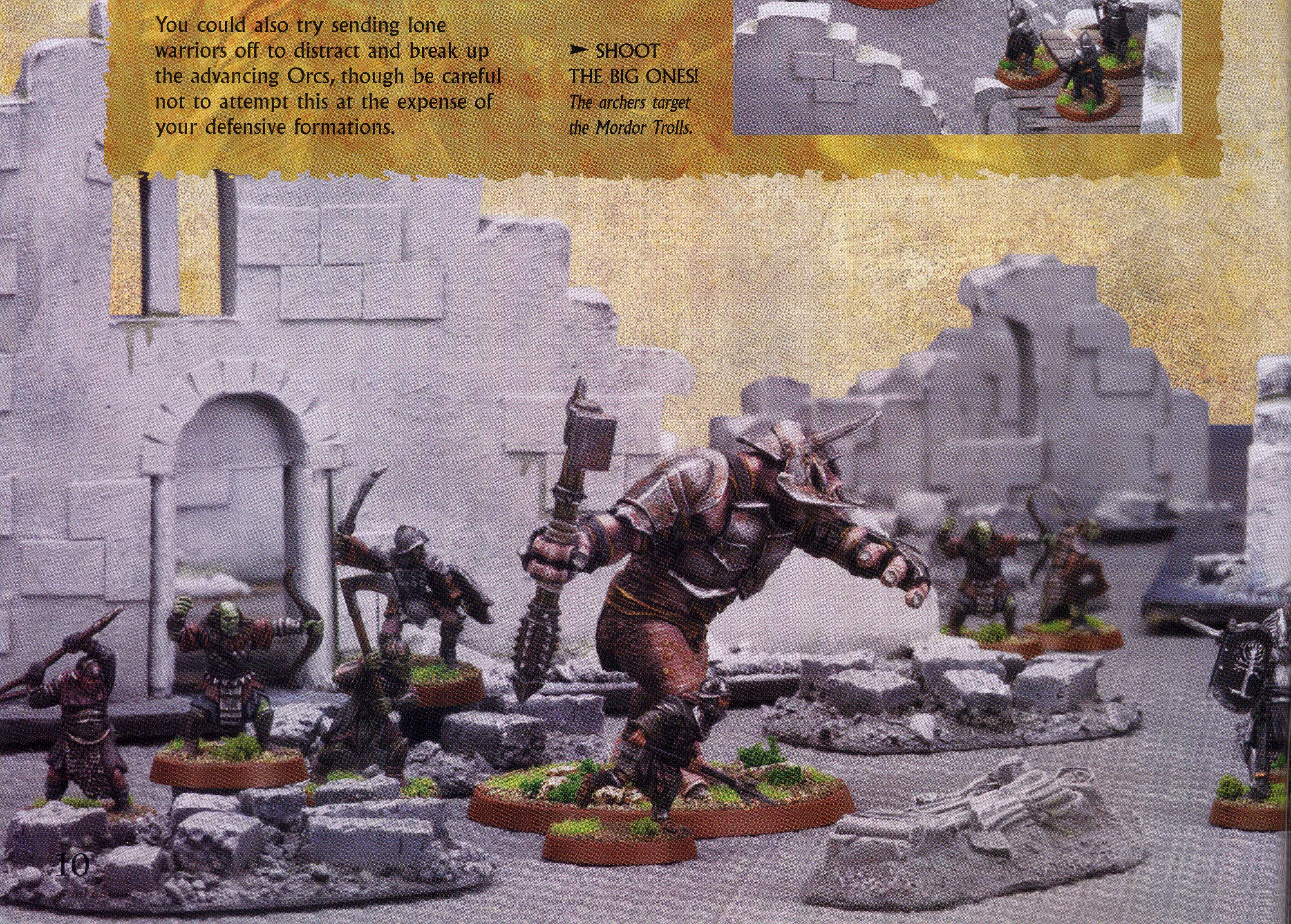
This is an interesting scenario for the Good side, as your goal is not to defeat the enemy but to try to keep as many of your models alive as long as possible. As you will be significantly outnumbered in this battle, the fights you choose to get into and the targets you shoot at can make quite a difference to your warriors' survival. Obviously, the Trolls present the greatest threat to your Men and it is well worth using your archers to try to score some wounds on them before they can reach you. As the defender you also have the advantage of using the ruins and creating good defensive positions. Warriors behind a barricade supported by spearmen will be difficult to defeat in a fight.

You could also try sending lone warriors off to distract and break up the advancing Orcs, though be careful not to attempt this at the expense of your defensive formations.

◄ **FORTIFIED FORMATION**
The Warriors of Minas Tirith take up a strong defensive position.



► **SHOOT THE BIG ONES!**
The archers target the Mordor Trolls.



MORDOR TROLL™

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MORDOR TROLL CHIEFTAIN™

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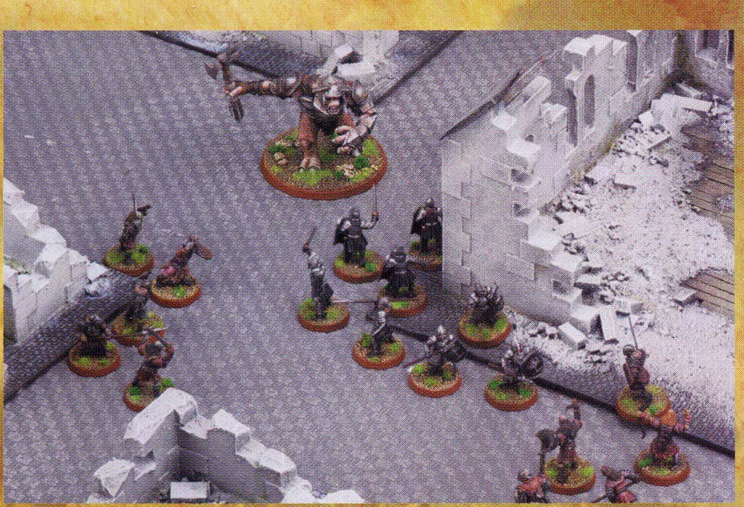
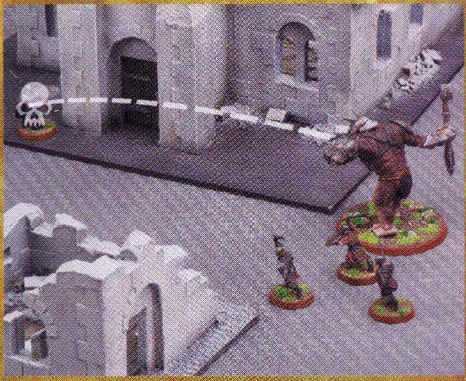


▲ **SURROUNDING THE GONDORIANS**
A ring of Orcs and Trolls stops the Warriors of Minas Tirith from escaping.



➤ **DEALING WITH STRAGGLERS**
Too far away to catch, the Mordor Troll kills his foe with a hurled rock.

EVIL TACTICS

This is a challenging scenario for the Evil side as you need to kill the entire Good force in the space of 10 turns to win. Fortunately, however, you have both numbers and a pair of mighty Mordor Trolls with which to accomplish this task. Be careful not to let yourself become bogged down amidst the ruins, or spend too much time running around the board.

As they will be arriving from random board edges, you can use your Orcs to surround the Warriors of Minas Tirith, cutting off the paths through the ruins and restricting their movement. The Trolls can be especially useful in breaking up any large groups of Gondorians – with their high strength and numerous attacks they are most effective in the thick of the action. Finally, if any Warriors of Minas Tirith manage to slip past your forces, you can use your Orc archers or even your Trolls hurling stones to pick them off.

Points Matches

It is possible to play any of the scenarios presented in Battle Games in Middle-earth *as a points match. Presented here are some alternative ideas for playing the 'Battle in the Ruins' scenario using different forces.*

If you wish, you can easily re-fight any of the Battle Games from earlier Packs as points match games, using the various forces lists from previous Packs to create your armies. As an example, we will look at playing the 'Battle in the Ruins' scenario with alternative forces, chosen by the players. When picking armies in this way, you must first decide who is the attacker and who is the defender. The attacker should choose 500 points of troops for their force, while the defender selects 250 points. Both forces must include at least one Hero and neither force should have more than one third, or 33%, of its models armed with missile weapons. Presented below are some possible ideas for using this scenario.

◄ CLASH OF ARMS
Points match games can be used to represent any kind of conflict.

Lothlórien Ambush

A group of Wood Elves scouting the edges of Lothlórien discover and ambush a raiding party of Moria Goblins. The Goblins must make a furious last stand, killing as many of the Elves as they can.

In this Battle Game, the Woods Elves are the attackers and the Good player can choose his army from the Forces of Lothlórien presented in Pack 35. As the defender, the Evil player chooses a 250-point army from the Forces of Moria presented in Pack 20. For terrain, use trees and hills instead of ruined buildings. The Elven tree platforms from Pack 35 make good substitutes for the Osgiliath tower as the central piece of terrain.

▲ WOODLAND DEFENDERS
The Elves of Lothlórien react quickly to any threat to their forest realm.

Riddermark Patrol

A Rohirrim scouting party has ridden down a band of marauding Uruk-hai. Cornered and forced to fight, the Uruks must try to break the Riders to survive.

In this Battle Game, the Rohirrim are the attackers and the Good player may choose his army from the Forces of Rohan presented in Pack 18. The Evil player is the defender and chooses his army from the Forces of Isengard, presented in Pack 16. For terrain, use trees and Rohan buildings. You could use the campsite from Pack 18 instead of the Osgiliath tower as the central piece of terrain.

◄ HORSE LORDS
The Riders of Rohan sweep the plains clear of Orcs and Uruk-hai.

Darkness Gathers

In the days before the battle of the Last Alliance and the great conflict with Sauron, groups of Orcs ravaged the lands of Middle-earth. The race of Men was mercilessly beset on all sides by these evil warriors.

In this Battle Game, the 2nd Age Gondorians are the defenders and can choose an army from the Forces of Gondor list, presented in Pack 23's Playing the Game. As the attacker, the Evil player chooses 500 points worth of troops from the Forces of Mordor, presented in Pack 24. For terrain, use trees and hills. You could use Weathertop from Pack 37 – or even just a rocky outcrop – instead of the Osgiliath tower as the central piece of terrain.

▲ WARRIORS OF THE LAST ALLIANCE
The Men of the Second Age face off against Sauron's army.

> *'Fight to the last man,*
> *Fight for your lives!'*
>
> GANDALF THE WHITE™

NEXT PACK...

In next Pack's Battle Game, we return to Osgiliath and follow the exploits of Faramir, Captain of Gondor, as he flees across the Pellenor Fields to the safety of Minas Tirith, with the forces of Mordor close on his heels. This Battle Game marks the final chapter in the fall of Osgiliath.

Mordor Orc™ Banner Bearer

Pouring into Osgiliath, with banners bearing the red Eye held aloft, the vast hordes of Orcs show no mercy to the Gondorian defenders. Here, we show you some techniques for painting the ragged, filthy banners of Sauron's minions.

The Orcs of Mordor march to war under their various banners, each bearing a different crude emblem identifying the group of Orcs and showing their allegiance to Sauron. These banners provide a rallying point for the forces of Evil on the field of battle and are often found in the thick of the fighting, boosting morale where it is needed most.

Following on from the Mordor Orc Painting Workshop in Pack 41, in this Pack we show you how to paint your Banner Bearer. This model is painted in much the same way as your other Mordor Orcs, the main difference being that you need to paint the banner and create an emblem for it. Here we will focus on painting the design onto the banner.

◄ BANNERS OF MORDOR

Orc banners are crude, tattered affairs, yet they inspire the nearby troops while striking fear into the hearts of their enemies.

PAINTING ESSENTIALS

PAINTS REQUIRED

BLOOD RED

BESTIAL BROWN

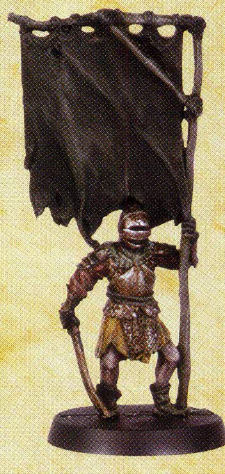
CHAOS BLACK

GRAVEYARD EARTH

In addition, refer to Packs 24, 34, 37 and 41.

Painting the Orc

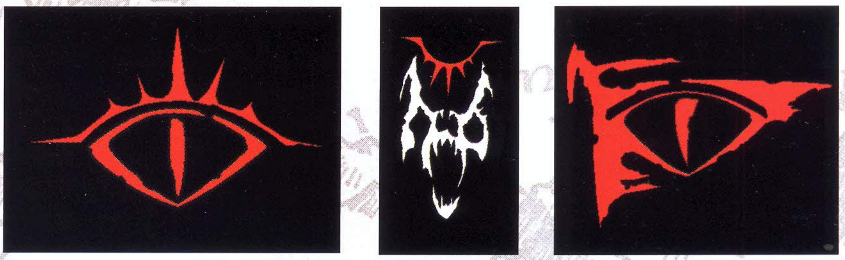
Once your model is prepared and undercoated black, the clothes, skin, weapons and armour of the Banner Bearer can be painted using the same techniques as your other Mordor Orcs, described in Packs 24 and 41. Since the Banner Bearer will be a focal point for your forces of Evil, it is worth spending a little extra time and effort when painting it. The cloth of the banner can be painted the same way as the Gondorian banner from Pack 34, while the pole is painted in the same way as the shaft of an Orc spear. Once this is done, all that remains is to paint the symbol of the red Eye of Sauron onto the banner.



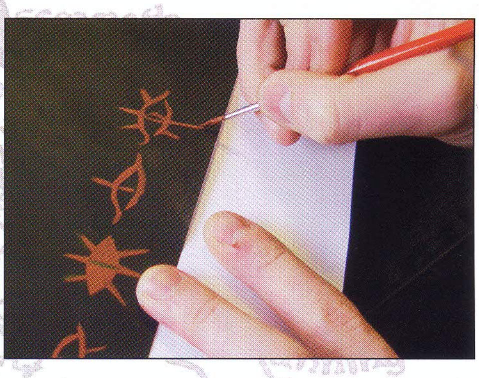
► *Your model is now ready to have the design painted on its banner.*

1 Planning the Design

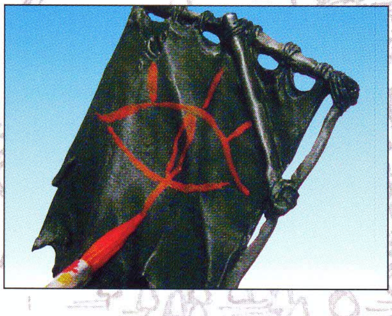
When preparing to paint a banner, the first thing you should do is plan out what design you would like on it. One of the best sources of reference material for this is images from *The Lord of The Rings* films themselves. Alternatively, you could create your own design, in keeping with the feel of the forces of Mordor. Orcs tend to favour ominous images of skulls, or stylised renditions of the Eye, representing their master Sauron. On the example here, we have chosen to give the banner a crudely rendered Eye symbol. Once you have decided on your design, practise by drawing it onto a sheet of paper until you are happy with the result. You can even paint a piece of paper black and practise your design on it before you commit it to the banner itself.



▲ Here are some examples of Mordor Orc banner designs. You can copy these onto your banner, or use them as inspiration to create your own insignia.



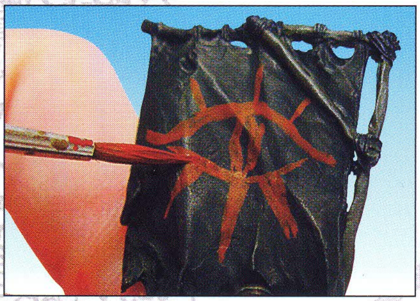
◄ Practising your design on paper before painting the banner allows you to experiment without the need to keep repainting your model.



◄ Painting on a faint outline first will give you a guideline to follow for the main design.

2 Painting the Design

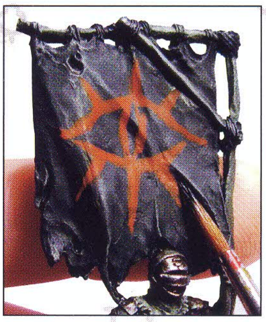
The emblem on the banner is a dull, dirty shade of red. To get a colour with this effect, yet still bright enough to stand out against a black background, mix together equal amounts of Blood Red and Bestial Brown. Once you have done this, begin by thinning the paint slightly and apply the rough outline of your design. When you are happy with it, go back and bulk out the outline with broader strokes.



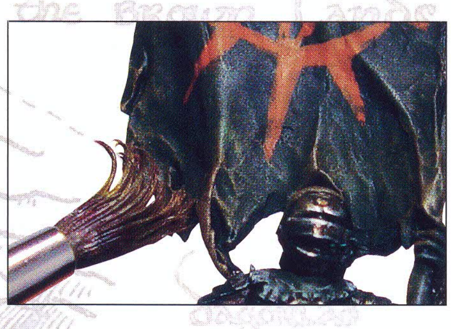
► Don't worry about being too neat, as this will add to the crude, Orcish appearance of the banner.

3 Finishing the Banner

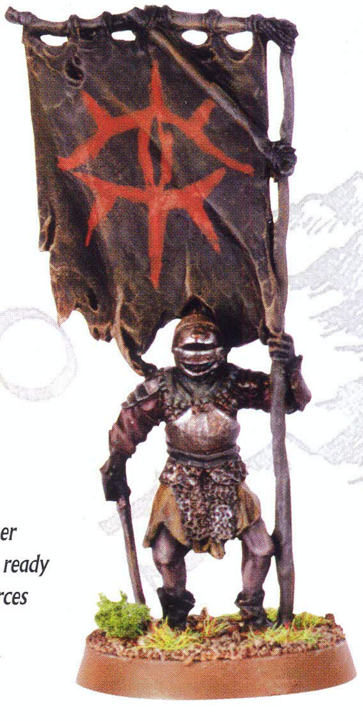
Using Chaos Black paint, tidy up the edges of the design on the banner until you have a result you are happy with. All that remains now is to add dirt and weathering to the banner. This is done using the same techniques as on the robes of the Witch King in Pack 37. Be careful to keep your dry-brushing light so that you do not obscure your design.



◄ Even though the design should look crude, you may wish to neaten up certain details in order to make them clearer.



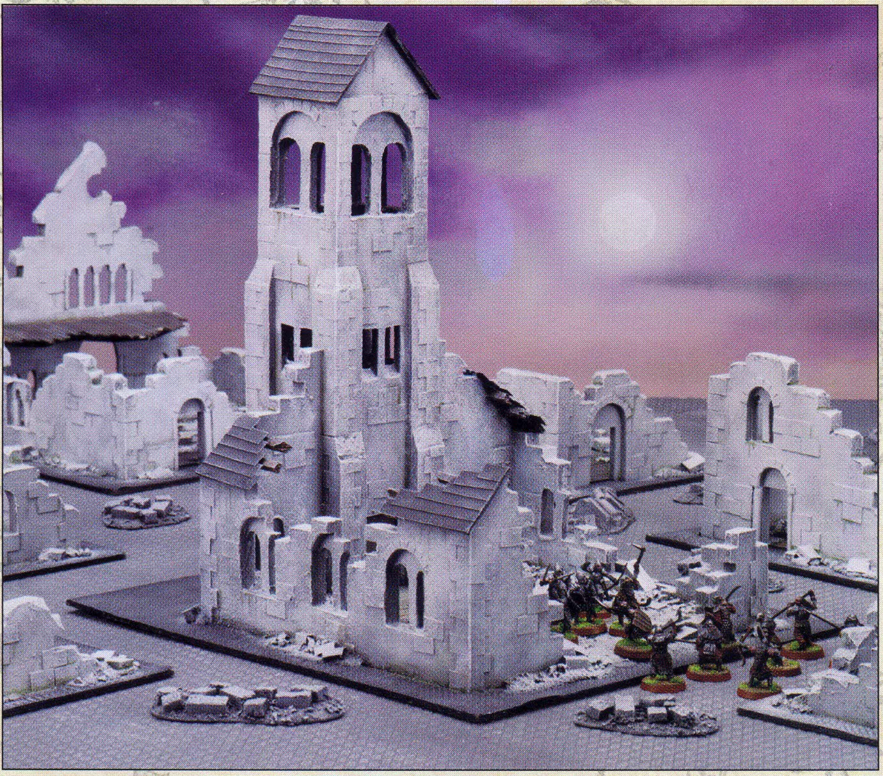
► To keep the design clear and accentuate the shape of the banner, try to concentrate your dry-brushing around the edges.



► Your Banner Bearer is now ready to join the forces of Mordor in their attack on Gondor.

Osgiliath™ Tower

Osgiliath was once a splendid city of spires and towers. With amazing feats of engineering, the Men of Gondor created buildings that reached high into the sky. In this Modelling Workshop, we will show you how to build one of these towers.



At the height of Gondor's reign, the once-proud city of Osgiliath was the envy of all the civilised lands of Men. Only the effortless craftsmanship of the Elves could exceed the beauty and splendour of this city, which was once the capital of Gondor. The invading forces of Mordor have destroyed most of the tall towers that once graced the city's impressive skyline. The few that remain provide important lookout posts and defensive strongholds for the beleaguered soldiers. Here we will show you how to build one of these surviving towers for use in your Battle Games.

◄ RUINED SPLENDOUR
Little of Osgiliath's original architecture has survived the ravages of Mordor's invasion.

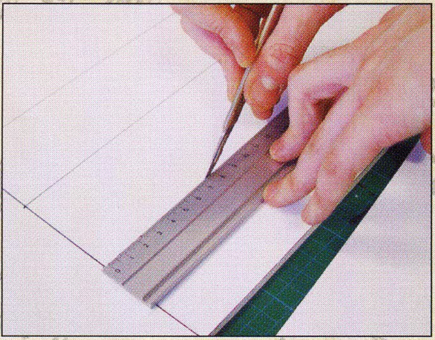
YOU WILL NEED

Modelling Essentials, as described in Pack 35, and in addition:

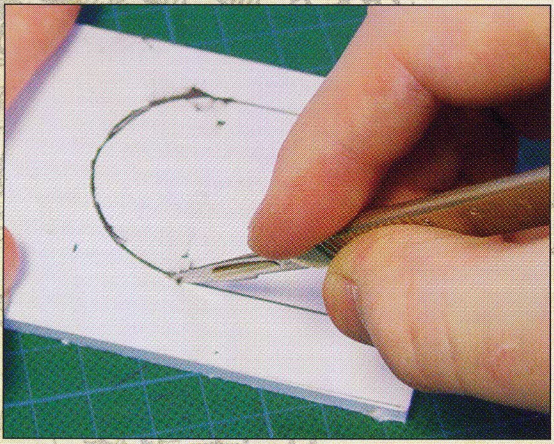
5MM/¼" THICK FOAM CARD
DRESSMAKING PINS
THIN CARD
BALSA WOOD
HARDBOARD
HANDSAW
SUITABLY TEXTURED WALLPAPER
SAND AND GRAVEL
BLACK TEXTURED PAINT
CHAOS BLACK, GRAVEYARD EARTH, KOMMANDO KHAKI, CODEX GREY, BLEACHED BONE, SKULL WHITE AND BROWN INK ACRYLIC PAINTS

1 Tower Walls

The basic tower shape is built from four long pieces of foam card, glued together to form a tall box. It is important to make all four sides of the tower the same size. We made each of ours 30cm/12" tall and 6½cm/2½" wide. Mark the tower sides onto a sheet of foam card and then carefully cut them out with a craft knife. Don't glue them together just yet, as there are a few more things to do to them first.



◄ **IDENTICAL SIDES**
Each of the four sides is cut to the same measurements.



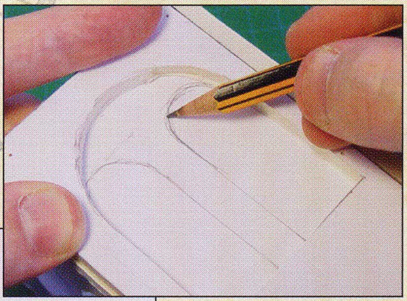
➤ **ARCHED FRONT DOOR FRAME**
Cutting this arched door frame now will allow you to make an impressive entrance later.

2 Doorways

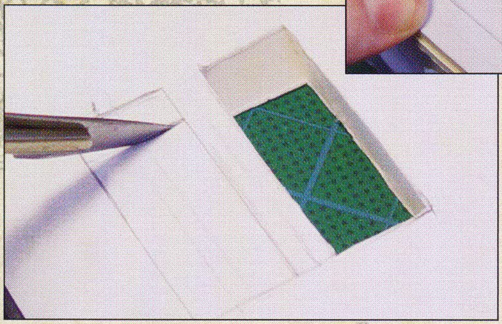
It is a good idea to cut the spaces where the doors will go before you glue all the sides of the tower together. It is important to remember that, when creating your doors and windows, you need to offset them slightly so that they remain in the centre of your tower when the sides are glued together. They need to be offset to the right by a distance equal to the thickness of your foam card – in our case this was ½cm/¼". An archway can be cut for the front entrance to the tower, while a simple square will suffice for the rear doorway.

3 Windows

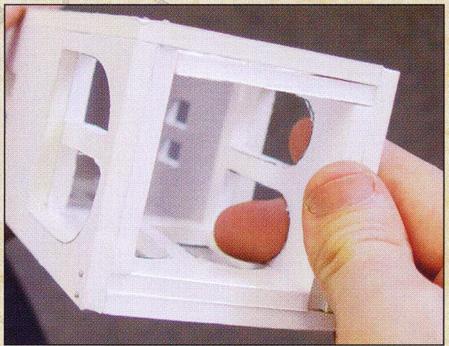
If you want your tower to have windows, then, like the doorways, it is easier to create them before the tower walls are glued together. Arched windows look good at the top of the tower. These are made in a similar way to those from the Osgiliath ruins in Pack 33. First, cut a large, arched window toward the top of your tower, remembering to offset it to the right slightly, as described in Step 2. Next, place a piece of foam card behind the outer arch. Make it big enough so that it lies flush with the right-hand side and leaves a gap that is double the width of your foam card to the left. This will allow it all to fit together when the sides are assembled. With the card in place, draw on the inner arches and then cut them out with a knife. Finally, glue them in place.



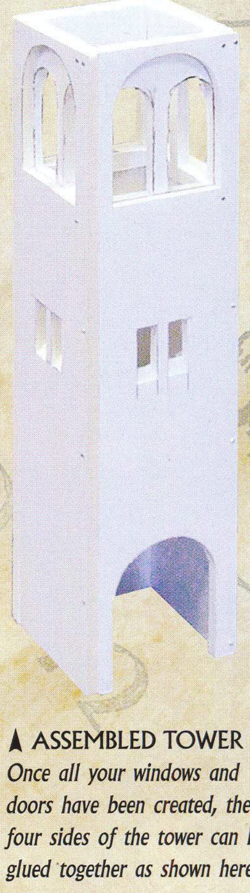
▲ **OUTER ARCH**
Once the outer arch has been cut out, the inner arches can be drawn in.



▲ **SECOND LEVEL**
Other windows can be cut below the first to give the impression of the tower having a second level.



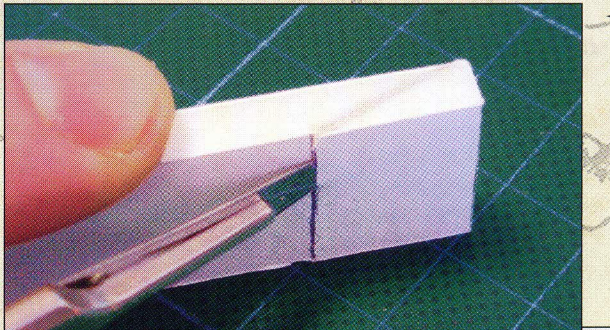
➤ **ASSEMBLY**
Here you can see how the different layers slot together once the tower is assembled.



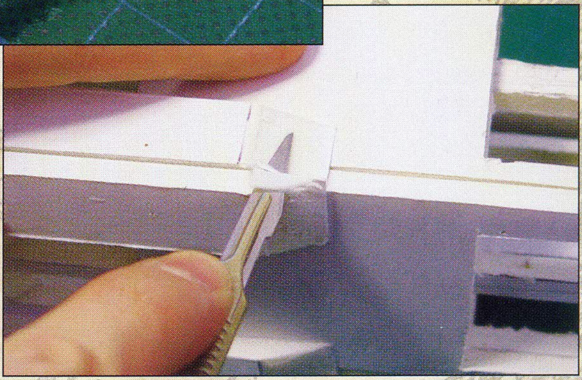
▲ **ASSEMBLED TOWER**
Once all your windows and doors have been created, the four sides of the tower can be glued together as shown here.

4 Buttresses

To make the tower look like a solid and durable construction, it is a good idea to reinforce the corners by adding buttresses. A buttress needs to be made for each corner. To make one, first cut out two thin strips of foam card, long enough to reach almost to the top windows. Cut both strips to the same size before reducing the width of one of them by shaving off an amount equal to the thickness of your foam card. Cut one of the ends of each strip at an angle, as shown, to make what is known as a chamfer. Next, glue the two strips onto one of the corners so that the wider strip overlaps the thinner and the chamfers are at the top. Finally, when the glue is dry, trim away the overhanging chamfer so that it is flush with the other side. A second, shorter, buttress is then added on top of the first using the same technique. Repeat this for each corner.



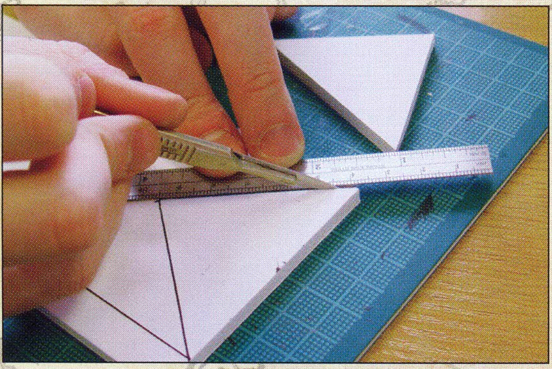
◄ CUTTING THE CHAMFER
Very carefully, cut diagonally across the width of the buttress.



► TRIMMING THE CHAMFER
Trim away the excess overhang of the chamfer with a craft knife.

TOP TIP

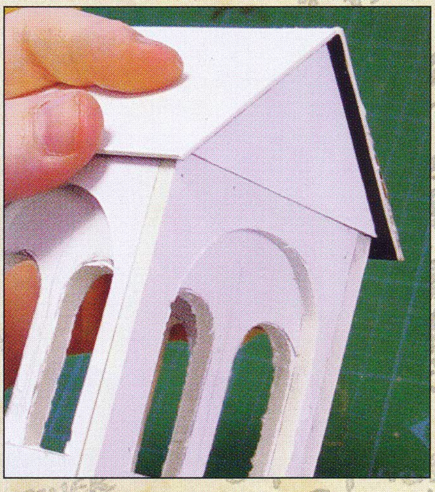
You can use dressmaking pins to make it easier to hold the pieces of your tower together while the glue is drying. Simply apply the glue and then hold the foam card in place whilst pushing the pins through the card. Do this at several points so that the pins hold the shape firmly. When the glue is dry, remove the pins. Any small holes that remain will be covered when you paint the model.



▲ ROOF SHAPE
These triangles will give the roof its shape.

5 The Roof

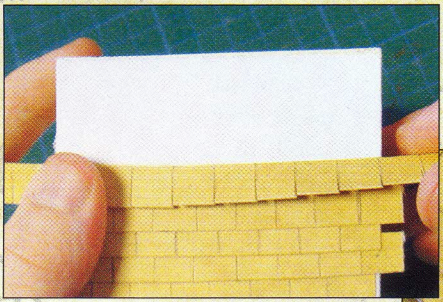
The roof is made by attaching two triangular pieces of foam card to the top of the tower and then folding a piece of card over the top. First, draw a triangle with a base as wide as the tower's width. The other sides can be any length you like, as long as both are the same. Bear in mind that the longer you make them, the more pointed your roof will eventually be. Cut this out and use it as a template to create a second triangle. Glue them onto the top of the tower, above the front and back entrances. Next, cut out a piece of card to fold over the top of the triangles. Make sure you allow an extra 2cm/1" for the length to create a slight overhang for the roof when the card is folded. Finally, score across the middle of the roof, then fold and glue it to the triangles.



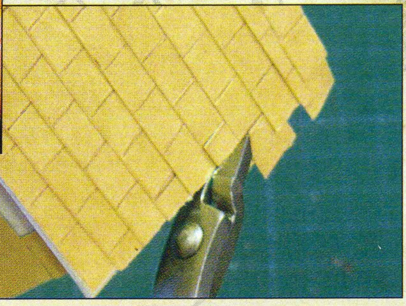
◄ ADDING THE ROOF
The extra 2cm/1" added to the sides of the roof creates a 1cm/½" overhang on each side.

6 The Tiles

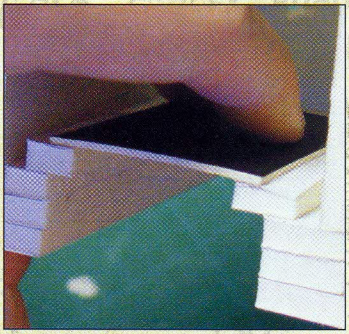
A quick way to make the tiles for the roof is to cut several long, narrow strips from a piece of thin card. At regular intervals, use clippers to clip across the width of each strip, but be careful not to cut all the way through. This will create a row of tiles for you to glue onto the roof. By overlapping these strips, you can quickly create a tiled roof.



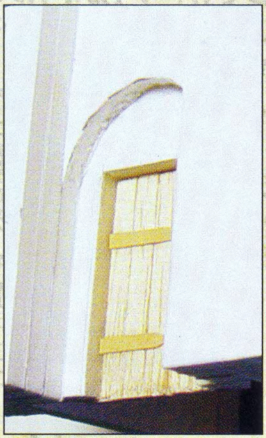
➤ TILE STRIP
Making strips of tiles like this will save you having to glue each individual tile onto the roof.



➤ OVERLAPPING TILES
Once you have stuck all the tiles on, trim the ends with clippers or scissors.



▲ RECESSED DOOR
By layering the door like this, you can create a recessed look.



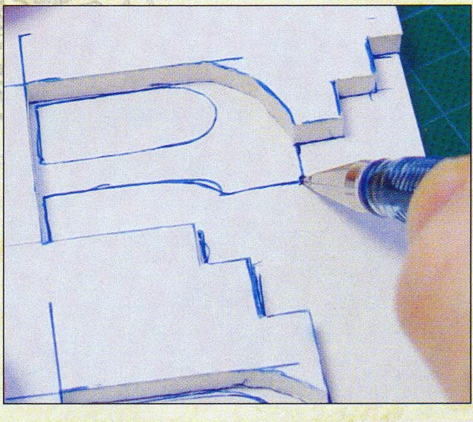
➤ FINISHED DOOR
Once the balsa is glued in place, you can add details to complete the door.

7 The Doors

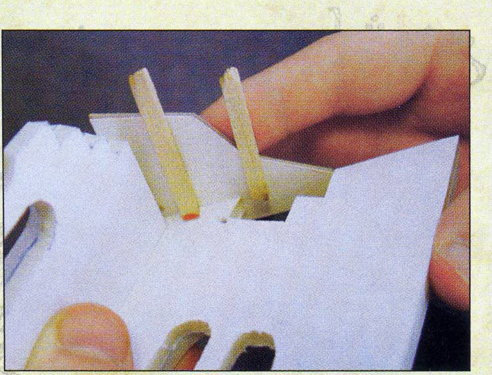
To create the doors, first cut a piece of foam card to fit behind the front doorway. From this, cut a door shape the same size as your back doorway. Glue this in place, creating a recessed door frame. The door itself is made from balsa wood stuck onto a piece of thin card. Stick the card behind the door frame, as shown. Then, cut a piece of balsa wood the right size for the door and score wooden planks into it. Finally, glue the door into place and add banding and handles as shown in Pack 31. The back door is made the same way, but does not need a recess.

8 Ruined Building

Once the tower has been made, you can easily create a ruined building for it to be part of. The ruins are made in a similar way to those created in Pack 33, with only a few alterations to accommodate the tower. The first is to build an almost complete wall that will add to the sense of scale the model will have. First, draw a rectangle as wide and as high as you want the wall to be – about 20cm/8" by 8cm/3" is fine. Onto this, draw your outer window frames along with some ruined sections and then cut them out. Next, place this over another identically sized rectangle and draw on your inner window frames. Finally, cut out the inner window side of the wall and then glue the two halves together.



➤ WINDOW ARCHES
Using the outer window frames as a guide, you can mark where the inner window frames will be.

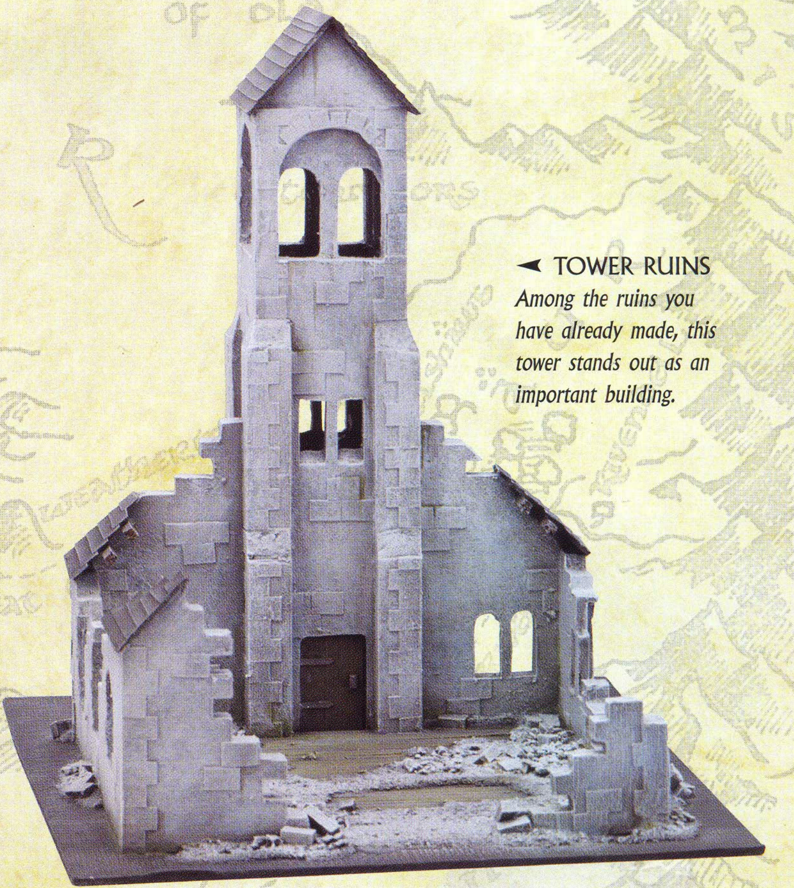


➤ ROOF BEAMS
Rods of balsa stuck under the roof make realistic beams.

The wall that connects your tower to the rest of the ruined building will look great with a slanted roof attached to it. Make the height of one side the same as your previous wall. Cut the other end of the wall higher than the first, then draw a line between the two, creating a slant. Finally, cut this out and create any ruined sections or windows that you want. The roof itself is made in the same way as before, but with an irregular side and with balsa wood rods stuck to the back as beams.

9 Finishing the Model

After the tower has been glued to the ruins and card brickwork has been added to the corners, the assembled model can be based in the same way as the rest of your Osgiliath models, with areas of rubble and floorboards. Once based, a coat of black textured paint can be added to the model – avoiding any wooden areas – and painting can begin. Paint the tower and ruins Codex Grey, followed by a heavy dry-brush of Bleached Bone and a final dry-brush of Skull White. Any floorboards and roof beams are dry-brushed first with Graveyard Earth and then Kommando Khaki. The roof tiles are painted Chaos Black and then given a dry-brush of Codex Grey.



➤ TOWER RUINS

Among the ruins you have already made, this tower stands out as an important building.

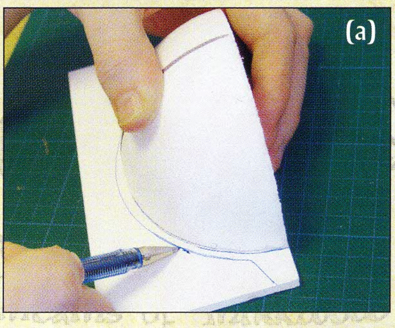
➤ DARK SLATE ROOF

A light dry-brush of Codex Grey over a black undercoat gives the roof tiles the distinctive look of dark slate.

Alternative Approach

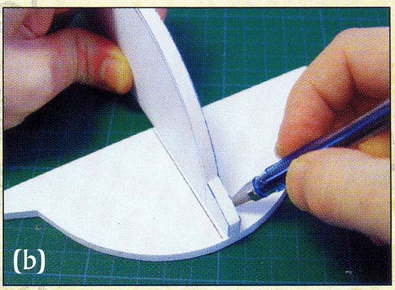
Domed Roofs

Some hobby stores sell round, polystyrene balls – if you can get one, you can use it to create a more distinctive, domed roof using the following technique. First, cut the ball in half and then cut the resulting dome into two halves. Take one half and use it as a template to draw round onto a piece of foam card. Using this as a guide, draw a larger shape around it that will become the dome's support, including small 'fins' at either side, as shown (pic a). Cut out the resulting arch shape and use it as a template to make another identical arch. Then, draw a line down the centre of one of your arches that is as thick as the foam card you are using (pic b). Cut this line out so that you now have one intact arch and two halves. To assemble all these pieces, cut your two halves of the dome in half again so that you have four quarters. Next, glue two of the quarter segments onto the support arch, with one of your half-arch shapes inserted between them. Repeat this on the other side. Once your dome is added to the tower, tiled and painted, it is finished.



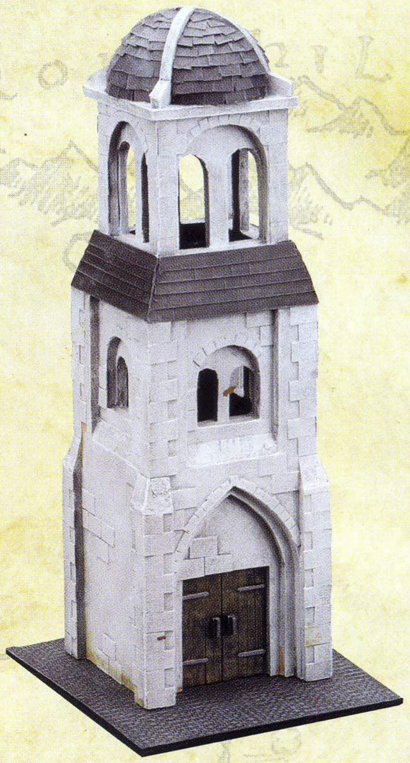
▲ DOME SUPPORT

Extend the outline of the dome to create the shape of the roof support.



▲ THE RIGHT WIDTH

Cutting out this piece from the middle will allow the roof support to keep a consistent size and shape.



▲ DOMED TOWER

A tiled dome is more challenging to make than a flat roof. You will need to cut individual tiles and trim them to fit.

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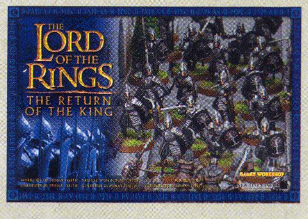
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